

CLAIM AMENDMENTS

Claim Amendment Summary

Claims pending

- Before this Amendment: Claims 1-29 and 31-35.
- After this Amendment: Claims 1-29 and 31-35.

Non-Elected, Canceled, or Withdrawn claims: None.

Amended claims: None.

New claims: None.

Claims:

1. **(Previously Presented)** An apparatus comprising:
a media including game content; and
a data protection portion that includes:
 a file alteration checking portion which protects the media from modification of the game content by determining whether the game content has been modified, and if the game content has been modified, then installation of the game content within the apparatus fails; and
 a media type checking portion for checking whether the media is as expected for an original media that has not been copied by reading a media type used flag from an executable located on the media, wherein the media type used flag indicates a type of media that the executable should be contained within, and if the type of media of the executable is

not as expected, then installation of the game content within the apparatus fails.

2. (Original) The apparatus of claim 1, wherein the game content includes music that can be played on the game console.

3. (Original) The apparatus of claim 1, wherein the game content includes audio that can be played on the game console.

4. (Original) The apparatus of claim 1, wherein the game content includes non-game related material that can be played on the game console.

5. (Original) The apparatus of claim 1, wherein the game content includes game related material that can be played on the game console.

6. (Original) The apparatus of claim 1, wherein the media includes a removable media that is removable from the apparatus.

7. (Original) The apparatus of claim 1, wherein the media includes a removable media that is removable from the apparatus, and wherein the removable media includes an optical disk.

8. (Original) The apparatus of claim 1, wherein the media includes a removable media that is removable from the apparatus, wherein the removable media includes a digital video disk.

9. (Original) The apparatus of claim 1, wherein the apparatus includes a game console.

10. (Previously Presented) The apparatus of claim 1, wherein the media type used flag also indicates whether a media type check should be performed.

11. (Previously Presented) The apparatus of claim 1, wherein the media type checking portion reduces the possibility of copying the game content from a pressed disk to an end user writable disk by indicating when the pressed disk is an appropriate media type.

12. (Original) The apparatus of claim 1, wherein the data protection portion checks the entire file to ensure that the media has not been invalidated.

13. (Original) The apparatus of claim 1, wherein the data protection portion includes a file signature checking portion for checking whether the file signature is as expected for media that has not been modified.

14. (Previously Presented) The apparatus of claim 1, wherein the data protection portion includes a file signature checking portion for checking whether the file signature is as expected for media that has not been modified, and wherein a signature check is performed on files as they are installed, to determine whether any of the files have been altered.

15. (Original) The apparatus of claim 1, wherein the data protection portion checks the contents of a file as it is opened.

16. (Original) The apparatus of claim 1, wherein the file alteration checking portion allows sector level validation rather than file level validation.

17. (Original) The apparatus of claim 1, wherein the game content is stored in a game console specific format.

18. (Original) The apparatus of claim 1, wherein the media content includes non-game content.

19. (Original) The apparatus of claim 1, wherein the media content includes non-game content, and wherein the non-game content is stored in a non-game console specific format.

20. (Previously Presented) A method comprising:

checking whether a type of media containing a file is as expected for media that has not been copied by reading a media type used flag from an executable located on the media, wherein the media type used flag indicates a type of media that the executable should be contained within if the media is original, and if the type of media of the executable is not as expected, then installation of the file fails, and if the media type of the executable is as expected, then:

comparing an actual signature of a table of contents from a media with an expected signature of the table of contents to determine whether contents of the file have been altered;

calculating an actual signature based on reading clusters of data from the media, and comparing the actual signature with an expected signature found in the table of contents for every cluster of data read to determine whether contents of the file have been altered; and

installing the file when both the actual signature of the table of contents from the media matches the expected signature of the table of contents, and the actual signature which was calculated matches the expected signature found in the table of contents for every cluster of data read.

21. (Original) The method of claim 20, wherein the file exists on removable media.

22. (Original) The method of game 20, wherein the method is run on a game console.

23. (Original) The method of claim 20, wherein the data is stored in a non-game console specific format.

24. (Original) The method of claim 20, wherein method is a file alteration check.

25. (Original) The method of claim 20, that interfaces with a media containing game content.

26. (Original) The method of claim 20, that interfaces with a media containing non-game content.

27. (Original) The method of claim 20, wherein the data is stored in a game console specific format.

28. (Previously Presented) A method comprising:

obtaining game content from a media;

protecting the game content from modification, using a file alteration checking portion that determines whether the game content has been modified, and if the game content has been modified, then failing to allow installation of the game content; and

protecting the game content from modification, using a media type checking portion that determines whether the media is as expected for an original media that has not been copied by reading a media type used flag from an executable located on the media, wherein the media type used flag indicates a type of media that the executable should be contained within, and if the type of media of the executable is not as expected, then failing to allow installation of the game content.

29. (Previously Presented) A computer readable storage media having computer readable instructions that when executed by a processor causes the processor to:

check whether a type of media containing a file is as expected for an original media that has not been copied by reading a media type used flag from an executable located on a media, wherein the media type used flag indicates a type of media that the executable should be contained within, and when the type of media of the executable is as expected, then:

compare an actual signature of a table of contents from a media with an expected signature of the table of contents; and

calculate an actual signature based on reading clusters of data from the media, and compare the actual signature with an expected signature found in the table of contents for every cluster of data read; and

install the file when both the actual signature of the table of contents from the media matches the expected signature of the table of contents, and the actual signature which was calculated matches the expected signature found in the table of contents for every cluster of data read.

30. (Canceled)

31. (Previously Presented) A method comprising:

locating a standard executable on a media, wherein the standard executable includes a media type used flag which indicates a type of media that the executable should be contained within;

determining whether the media type indicated in the executable match that of the media;

locating an expected control data signature from a standard executable;

locating control data from a standard executable and computing a computed control data signature in response to the control data;

determining whether the computed control data signature matches the expected control data signature;

reading expected file data block signatures from the control data;

loading a file data block, and computing a computed file data block signature in response to the file data block; and

determining whether the computed file data block signature matches the expected file data block signature.

32. (Original) The method of claim 31, further comprising failing to install game content in a game console if the computed control data signature does not match the expected control data signature.

33. (Previously Presented) The method of claim 31, further comprising failing to install game content in a game console if the computed file data block signature does not match the expected file data block signature.

34. (Original) The method of claim 31, further comprising launching the game content in a game console if the computed control data signature matches the expected control data signature.

35. (Original) The method of claim 31, further comprising launching the game content in a game console if the computed file data block signature matches the expected file data block signature.

36. (Canceled)